White Rabbit
Dice Solitaire

This version of dice solitaire gets its name from the game's white die constantly "hopping" back and forth between your hand and row. Additionally, the player must "hold" the white die in their hand as part of the win condition.

Object of the Game
You have six turns to win the game by making trades between dice in your hand and dice in the row so that all dice in the row are the same value and the white die ends in your hand.

Required Components
You'll need 5 black dice, 5 red dice, 1 green die, and 1 white die to play.

5 Black Dice   5 Red Dice   1 White Die   1 Green Die

Setup
Set the green die to 6 as a timer. Roll three black and three red dice and place them in a row. The other five dice form your "hand".

Game Play
To start each turn, roll the five dice in your hand. Then, make any number of trades between a die in your hand and a die in the row. The dice you trade must be different colors and 1 higher or lower than each other.

After each trade, you may reroll the die that went into your hand. You can't make consecutive trades between the same two dice unless the one in your hand was rerolled (and stayed 1 higher or lower).

When you cannot or choose not to make any more trades in a turn, decrease the value of the green die by 1 to end that turn. If its value already is 1, the game ends as a loss.

Winning the Game
The game ends as a win when all dice in the row are the same value and the white die is in your hand. Your final score is the value shown on the green die.

"Tortoise" Game Variant

In this game variant, the green die becomes a sixth playable die in your hand instead of a timer. Without a timer, the game instantly ends as a loss if you can't make a trade!

New Setup
Roll three black and three red dice and place them in a row. The other six dice form your "hand".

Only Gameplay Change (timer section)
When you cannot make any more trades, the game ends as a loss.

New Winning the Game
The game ends as a win when all dice in the row are the same value and the green and white die are in your hand.

"Carrot on a Stick" Game Variants

These game variants increase the game's difficulty, but also reward bonus points after a win based on each game variant implemented.

- **Starting Steps** — Instead of rolling the dice during **Setup**, manually set the three black and three red dice (alternating colors) in sequential values 1–6 so that the dice row looks like [1] [2] [3] [4] [5] [6]. *Add 1 bonus point to your final score.*

- **No Trading Rerolls** — Dice that are traded into your hand may not be rerolled. *Add 2 bonus points to your final score.*

- **Target 1s & 6s** — The game ends as a win when all dice in the row are 1s and/or 6s. *Add 3 bonus points to your final score.*